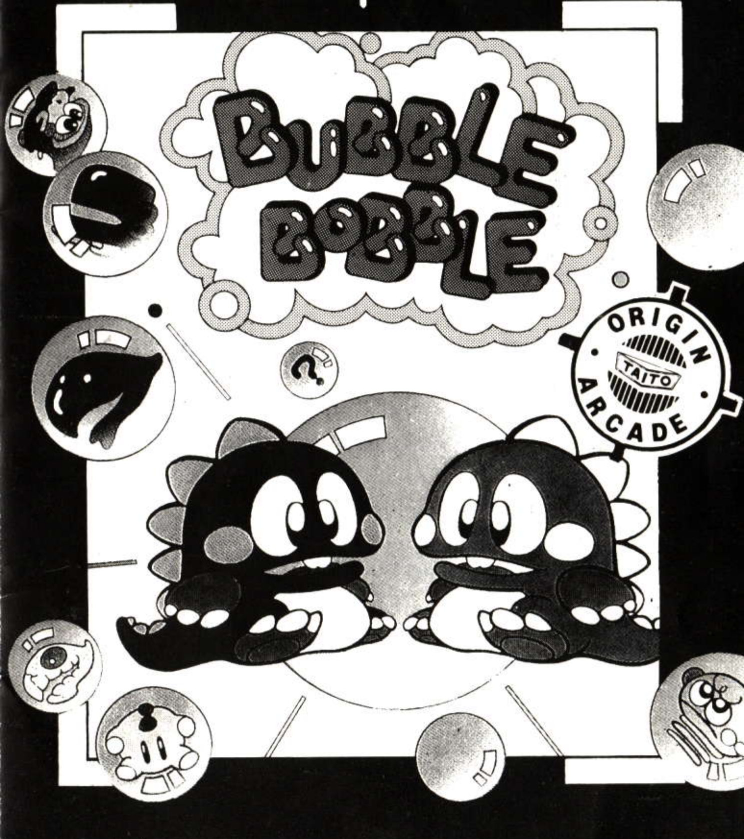
FIREBIRD



BUBBLE BOBBLE

Meet BUB and BOB our bantam-weight brontosaures who are bent on battling big bullies by blowing and bursting bubbles. Before battling these brazen bullies, beware that bubble blowing is better than blasting bullies with bazookas, or better than bouncing bombs from biplanes, and even beats boxing these brainless barbarians. So now that we briefly belayed the Bub and Bob biographies, begin by browsing the play instructions below and becoming the best BUBBLE BOBBLE bubble blower on the block.

How to Destroy:



1) Blow Bubbles



2) Box up Bullies, then



3) Burst Them!!!

By bursting bubbles containing fire, thunder, and water that appeared in the previous stage, you can quickly destroy the bullies. Fire, Thunder, and Water flow in the direction in which you stretch yourself.
You can even bounce on the bubbles (by keeping the joystick pushed up)!!!

SCORING:

A Burst the Bubbles for the following points:

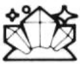
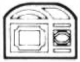
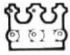
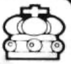
				
10	100	100	100	500

B Bonuses for destroying Bullies!!!

						
500	1000	2000	4000	8000	16000	32000

C TIMING TARGETS:

Clearing a stage quickly allows for high-point targets in the next stage.

....						
....	5000	6000	7000	8000	9000	10000

D MAGIC TARGETS:

Magic Targets mysteriously appear!
Destroy them and power up!

						...... ?
BUBBLE UP!	SPEED UP!	ONE-SHOT ROLL PACK	CHANCE !	LUCKY !	1 UP !?	...... ?

Its best to destroy several enemies at the same time.
Can you reach the "True ending" by clearing all
100 stages?
A "Sudden Reversal" awaits you there!

A player can join at any time by pressing the fire button.
You start the game with an extra 8 credits. To keep
playing after you have lost all your lives, just press the
fire button quickly.

EXTEND

Get all the letters. They appear when destroying several
enemies at the same time!

E



1-P BUB



2-P BOB



Benzo



Bonnie-bo



Boa-boa



Blubba



Boris



Bonner



Baron von Blubba

If you take too much time, you are no match for him!

KEY CONTROLS

ATARI -

1 OR 2 TO START WITH 1 OR 2 PLAYERS RESPECTIVELY.

[IN GAME]

F1 PAUSE

F10 QUIT

JOYSTICKS

PORT 1 FOR PLAYER 1

PORT 2 FOR PLAYER 2

LEFT AND RIGHT	LEFT AND RIGHT
UP	JUMP
FIRE	BUBBLE/JOIN GAME

AMSTRAD -

PLAYER 1

LEFT	O
RIGHT	P
JUMP	Q
BUBBLE	SPACE

PLAYER 2

JOYSTICK

F1 PAUSE

ESC QUIT

LOADING INSTRUCTIONS

ATARI

AUTO BOOT - INSERT DISC AND TURN ON COMPUTER

AMSTRAD CPC6128 - DISC

TYPE RUN "BB"

CPC464 - TAPE

PRESS CTRL AND SMALL ENTER KEYS

Programmed for Commodore, Spectrum, Amstrad CPC and Atari ST
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Conversions by Software Creations